

ANTS: Autonomous NanoTechnology Swarm

An architecture for autonomous missions with the following characteristics:

- 1) An addressable, reconfigurable, self-configuring, networked swarm
- 2) Nodes (synthetic nervous system) which reversibly deploy struts and shells (synthetic skeletal muscular framework and skin), allowing transformation in form and thus function.
- 3) Hierarchical (multi-level, dense heterarchy) organization.
- 4) Bilevel intelligence for autonomic (lower level) and heuristic (higher level) functions.
- 5) Undifferentiated components which can be specialized to achieve optimal performance for the range of mission activities.



A N T S Autonomous NanoTechnology Swarm

Revolutionary Mission Architecture and AI Paradigm for Space Exploration
A Goddard Space Flight Center/Langley Research Center Partnership

Overview

[Artificial Life](#) [Artificial Intelligence](#)

[The Movie\(QT\)](#)

[83MB \(LAN\)](#) - [25MB \(DSL\)](#) - [4MB \(MOD\)](#)

[SARA Mission](#)

[PAM Mission](#)

[Movie: Changing
Sail Structure](#)

[Movie: Stowing
Sail Structure](#)

[People](#)

[SMART Assembly](#)

[Agent-based Operation](#)

[Links](#)

[LARA Mission](#)

[Movie: Walking
Tetrahedron](#)

[Movie:
TetWalker Motion](#)

[Movie:
12TET Rover
Beyond the Basics](#)

[L.A.R.A.
The Movie](#)

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[Security Privacy Access](#)

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Intelligent Systems in the Evolvable ANTS Architecture

ants.gsfc.nasa.gov

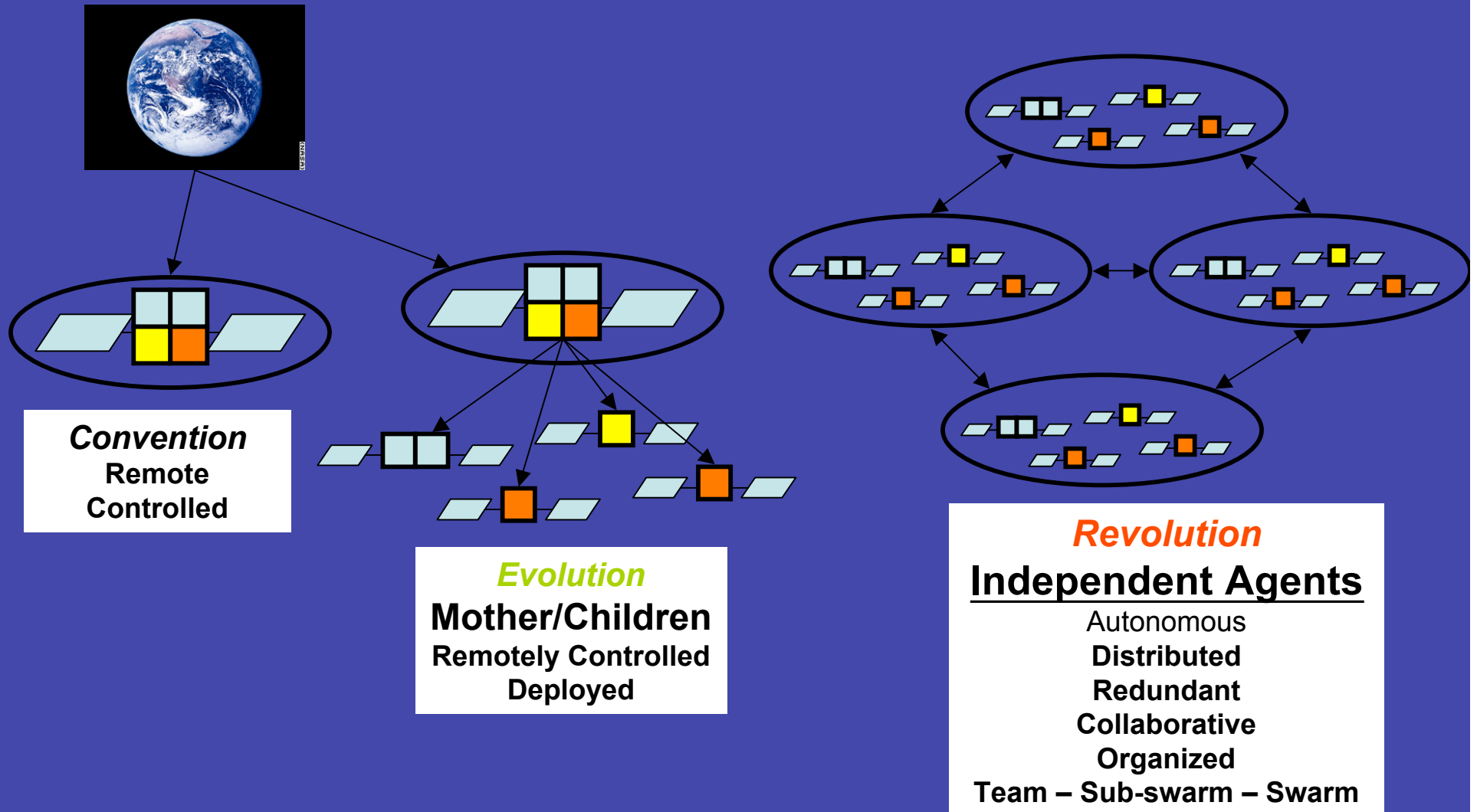
Cynthia Y. Cheung, Steven A. Curtis, Pen-Shu Yeh
Michael L. Rilee, Pamela A. Clark, Walter Truszkowski

NASA Goddard Space Flight Center

1st AIAA Intelligent System Technical Conference
21 September 2004

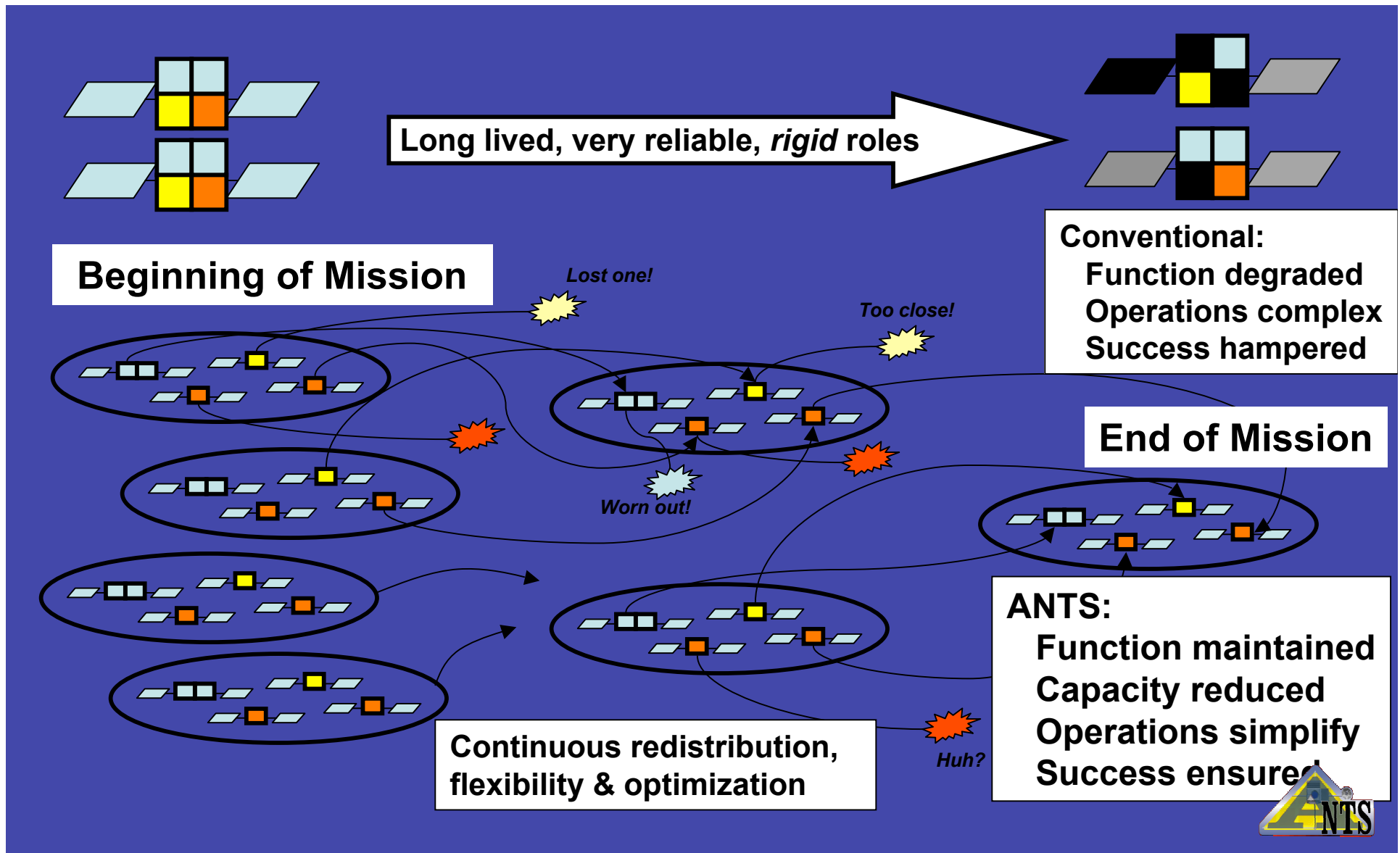


SWARM: Convention, Evolution, *Revolution*



SWARM: Contrasting *centralized* vs. *distributed*

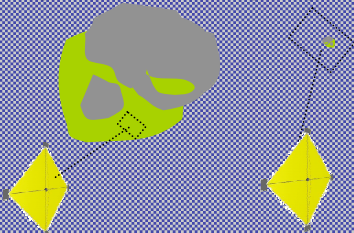
Autonomous agents with *organizational plasticity* maintain functions.



SWARM Organization, Local, Global, Hierarchical

Autonomous, Optimized Science Operations

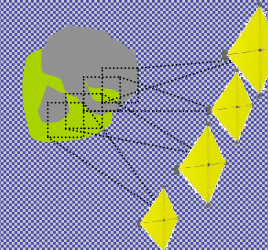
Single S/C, Local Scope
e.g. Spectrometry
& Long-range imaging



Multi-S/C, Global Scope
e.g. Radio Science Gravimetry
"Ad hoc GPS"



Multi-S/C, Local Scope
e.g. Imaging, Sounding,
Mapping

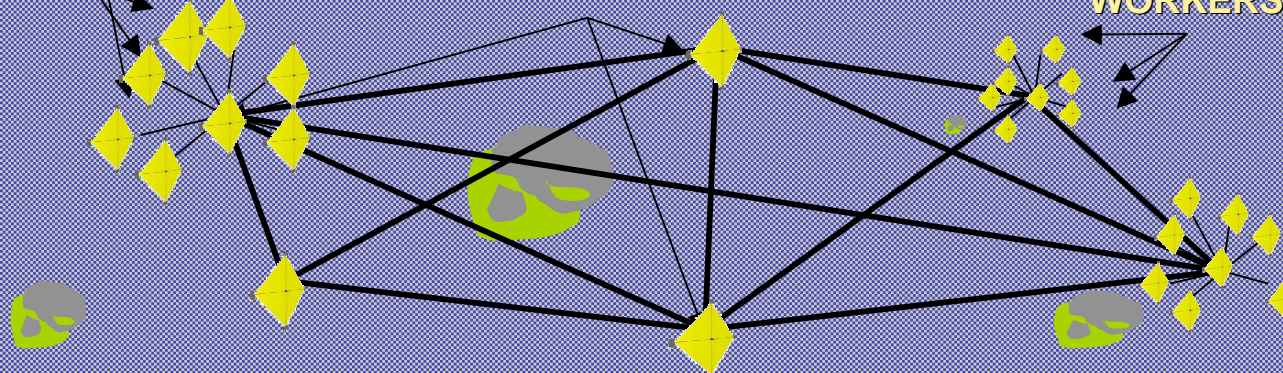


E.g. Hierarchical Swarm/Constellation Communications, Control, & Cohesion

WORKERS

MESSENGER/RULERS

WORKERS



Evolvable ANTS Architecture

- **Multi-Level Reconfigurability**
 - **System Level**
 - Swarm Reconfiguration and Reallocation
 - Multi-agent Collaboration
 - **Subsystem Level**
 - Functional Adaptation
 - **Module Level**
 - Evolvable Functions
- **Evolvable Hardware**
 - **Segmented Gossamer Space Frame**

The Role of Intelligent Systems

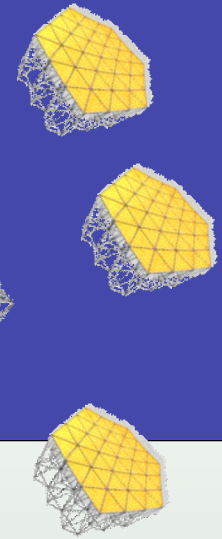
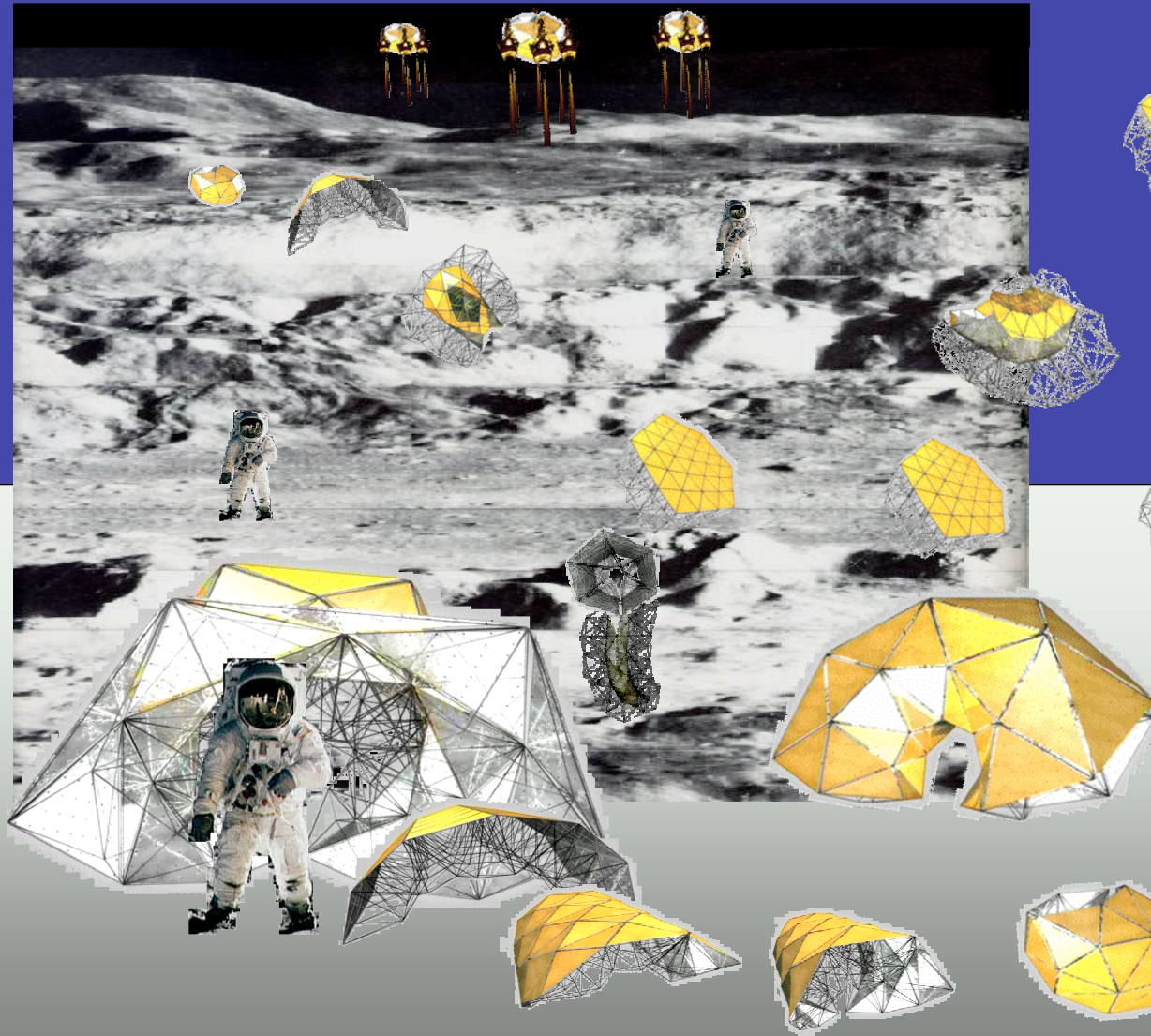
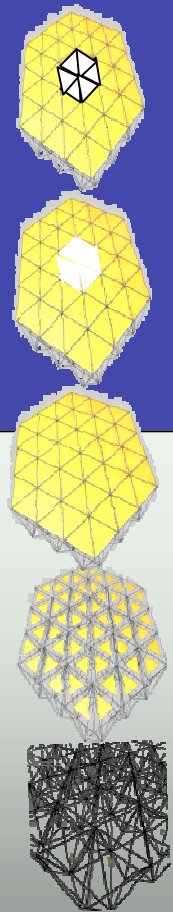
- **Heuristic Level**
 - Planning & scheduling
 - Mission goal monitoring
 - Science prioritization
 - Multi-agent collaboration
- **Autonomic Level**
 - Attitude control
 - Target tracking
 - Sensor-actuation control

ANTS Synthetic Neural System (SNS)

Exploring the meaning of autonomy

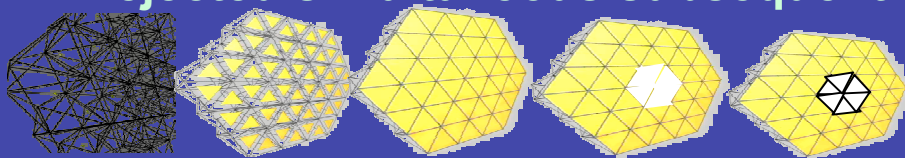
- Recognition of high (heuristic) and low (autonomic) level requirement - *bi-level intelligence*
 - software constructs for both levels and interconnection
 - neural basis function design
 - a lumped approach based on applied math
 - 3D complexity and neural self-similarity as enabling
- Adaptable and evolvable with core genetic code
 - trainable to avoid initialization and specification problems
 - avoids medieval homunculus problem
 - allows embryonic development

Multi-functional Structures for Exploration *Lunar Amorphous Rover Antenna (LARA)*

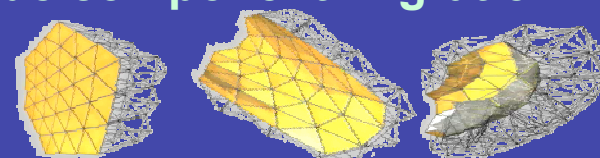


Self Repair of Gossamer Space Frame

- 1) Response to injury robust through compensatory behavior:
- 2) Segmented design localizes injury
- 3) Synthetic neural system evolutionary/adaptive capability to 'limp'
- 4) Local healing: tetrahedral structure stretches to fill damage area
- 5) Regional repair: extension of manufacturing process
 - node/component migration to damage site either from stored parts or less critical areas
 - strut retraction around damage site
 - migration via strut progressive attachment/detachment as node climbs to repair site
 - good nodes around damage area release and damage area rejected simultaneous/subsequent to node/component migration



Self-deployment of struts and surfaces from nodes to form or repair structure as required



Self-configuration to form or repair morphology as required

Processing Power for Space Missions

Year	CPU	MIPS/Watt
1990	NSSC-1 on GRO	< 1
1995	80386 on XTE	~ 2
2001	MIPS R3000 on EO-1/MAP	~ 10
2004	Rad600 on MER (Spirit / Opportunity)	35
2007	ColdFire 3.3 volt on GPM and SDO	37
2011	Power PC on JWST	85

In-space Intelligent Systems

Possible approaches for high-performance computing:

A. Hardware

- **Beowulf in space**
 - Combine multiple von-Neumann processors into a distributed memory parallel computer
- **Application Specific Integrated Circuit (ASIC)**
- **Reconfigurable processors**
 - Field Programmable Gate Arrays (FPGA)
 - Field Programmable Processor Arrays (FPPA)
 - Non Van Neuman architecture

B. Software

- **Efficient algorithms with lower computational cost**
- **Algorithms most suited for specific computer architecture**

ST-8

- JPL-led Beowulf in space project
- Developing science application software for testbed
- Possible flight test ~2007

Issues:

*Mass, power, thermal control,
radiation susceptibility*

Field Programmable Processor Array

- Reconfigurable data path
 - Programmable at run-time
- Ultra low power
- Radiation hardened by design
- Non von-Neumann architecture
- Most suitable for autonomous control tasks and science applications with large data flow

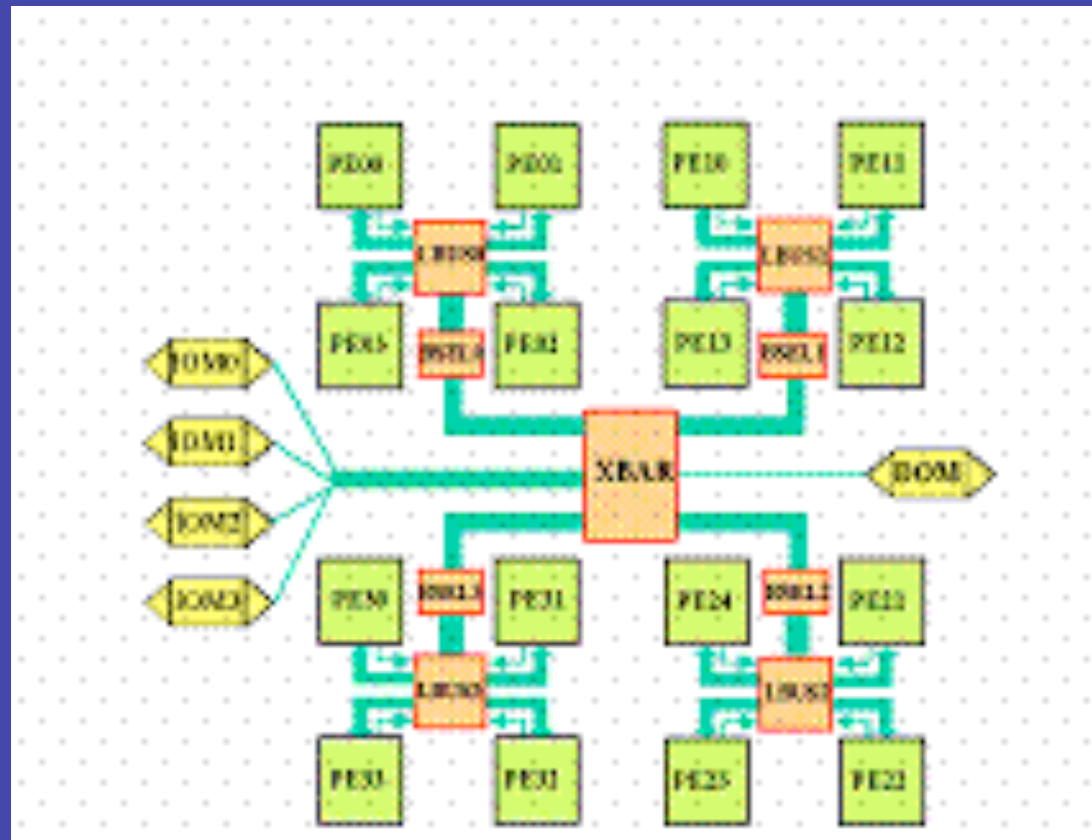
Current Applications:

- Fast Fourier Transform
- Sensor readout correction

Future Application: IS algorithms

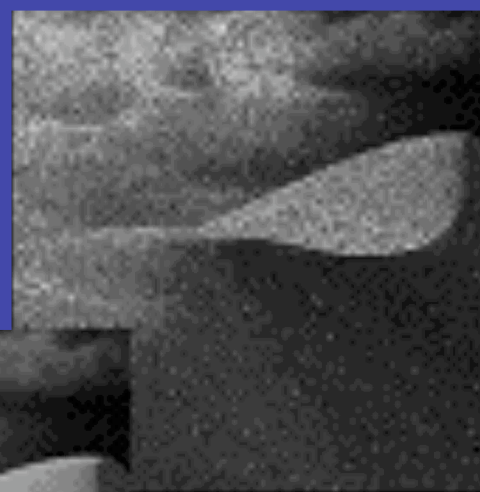
FPPA

Interconnected Processing Elements
via a crossbar based network.

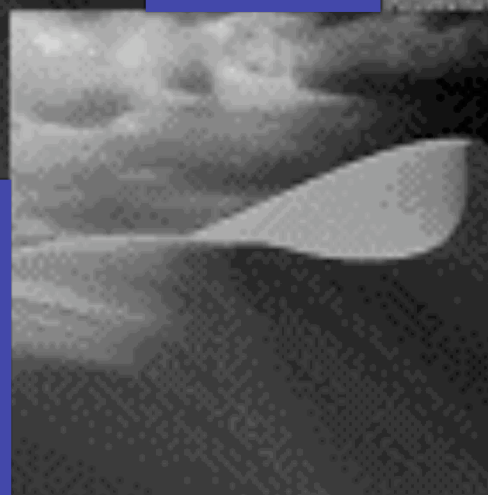




Original



Corrupted



Corrected

**Figure 2.6 Sensor Readout Correction
on FPPA Simulated in Software**

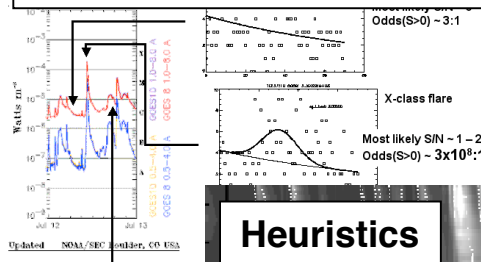
Biologically Inspired

Distributed Space Systems

Autonomous Nano-Technology Swarm

Prospecting ANTS Mission

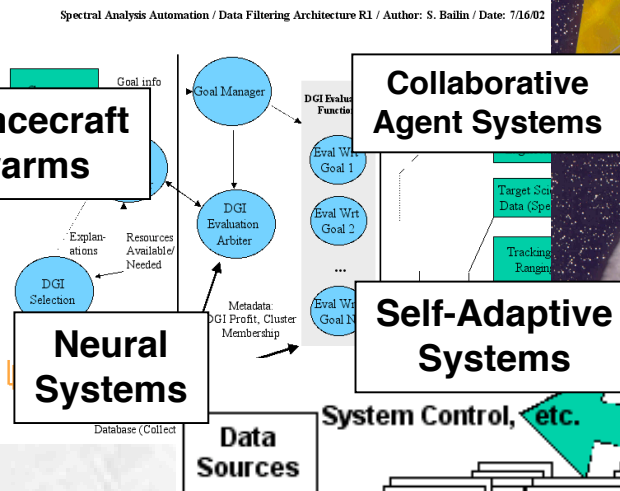
Model Based Reasoning



Heuristics

S: Signal; N: Noise; S/N: Signal-to-noise ratio

Sciencecraft Swarms

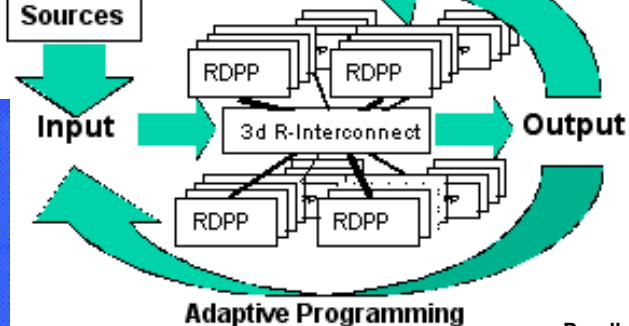


Self-Adaptive Systems

- System Control, etc

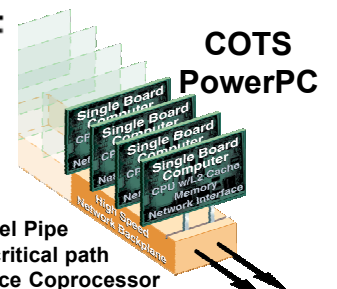
Data Sources

Output



Adaptive Programming

COTS
PowerPC



Parallel Pipe
Non-critical path
Science Coprocessor

Automated processing

25 S/C

97 S/C

REE/HPC

Onboard Science

Onboard Supercomputing & Advanced Hardware/Software Architectures